

SUPER SMASH BROS.TM

Melee



NINTENDO
GAMECUBE

EmuMovies

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR FOUR
PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529. This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

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U.S. \$1.50 per minute

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MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



TEEN (13+)

Comic Mischief
Mild Violence

Nintendo®

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SUPER SMASH BROS.™ Melee

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ENTER

THE FRAY



The object of Super Smash Bros. Melee is to attack your opponents and send them flying from the field of battle.

When a match starts, use the many techniques at your disposal to take the fight to your foes.



1

2



When your attack succeeds, your enemy's damage percentage, displayed at the bottom of the screen, increases. When it reaches a high number...

...use a powerful Smash Attack to blast your opponent off the screen!



3

TIP #1

Opponents with a high damage percentage fly farther when struck!

The distance enemies get sent flying is proportional to the amount of damage they have taken. Try to raise your foe's damage percentage as high as possible before attempting finishing blows.

When damage percentages are...



...low, it is hard to send opponents flying.

...high, opponents go sailing.

TIP #2

As long as you can make it back to the stage, it doesn't matter how far you've been sent flying away.

When an opponent smashes you and sends you soaring, don't give up! You can sometimes use your midair jump and Special Move to cover ground and return safely to the playing field.

When you're sent flying...



jump



midair jump



Special Move

to make your way back to safe ground.

Using the Controller

L and R Buttons

Shield

Page 14

(+ A) Grab

Page 15



START/PAUSE

Pause

Control Stick

Move, Jump

Page 10



+ Control Pad

Taunt



* Additional control instructions can be found on later pages.

Use the Control Stick to move and the A and B Buttons to attack.

Z Button

Grab an enemy

(You can also press L + A or R + A simultaneously to grab.)



Y Button/X Button

Jump

A Button

Use Standard Attacks

Page 11



B Button

Use Special Moves

Page 13

For information on individual Special Moves, see pages 36-43.

C Stick

One-Player Mode :

Zoom Camera

VS. Mode:

Use Smash Attacks



BASIC MOVES

Moving the Character



You can also use or to jump

Tilt the Control Stick in the direction you want to move. Tap the Control Stick to dash and jump.

Jump

or

NOTE

Tap the Control Stick up or press or to perform a midair jump.

Stand

Walk

Dash

Duck/Crouch

How fast you move depends on how far and how fast you tilt the Control Stick

Control Stick Information

Tilt

Tap

Standard Attacks



(+

Perform Standard Attacks by using the Button by itself or in combination with the Control Stick.

Standard Attack



Repeatedly: Standard Combo



Smash Attack: Up



Tilt the Control Stick for Strong Attacks.

Tap the Control Stick for mighty Smash Attacks!

Strong Attack: Up



Press while dashing to perform a Dash Attack.



Standard Attack: Side



Strong Attack: Side



Smash Attack: Side



Strong Attack: Down



Smash Charge

Press and hold when performing a Smash Attack to start charging up energy. Release to unleash a charged Smash Attack. The longer you hold the A Button down, the stronger the charge will be.

However, there's a limit to how long you can charge a Smash Attack, and once you reach that limit, your character will automatically release the attack.

Smash Attack: Down



Midair Attacks Are Possible in All Directions!

Perform attacks in midair by pressing **A**. Use **A** in combination with the Control Stick to attack in any direction.

Midair Attack: Up



Midair Attack: Back



Midair Attack: Neutral



Midair Attack: Front



Midair Attack: Down



Climbing Up Edges



Characters can grab the edges of platforms in Super Smash Bros.

Melee. Grabbing edges and climbing up them is a fundamental part of traversing terrain and successfully performing recovery moves.



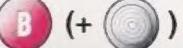
When hanging from an edge, press  to climb up.



NOTE

You can jump or attack as you are climbing up edges. Practice both techniques and use them strategically.

Special Moves



Perform Special Moves by pressing **B** or by pressing **B** and the Control Stick. When performed properly, Special Moves produce attacks that are unique to the character being used.

Each Character Has Four Special Moves

Donkey Kong



Giant Punch



Press **B** to wind up, and **B** again to punch!

Yoshi



Egg Throw



The longer you hold **B**, the farther you'll throw the egg. Use  to direct the angle of the toss.

Link



Boomerang

 + **B**



Hold  for a greater throw distance! Tilt  up or down on release to set a high or low flight pattern.

Mario



Mario Tornado

 + **B**



Press **B** repeatedly at the beginning of the technique to send Mario spinning skyward.



NOTE

Each character has four different Special Moves. See pages 36-43 for more details.



Defensive Shield

 or  (+ 

Press  or  to shield and deflect enemy attacks. The more you depress the button, the smaller your shield becomes. Use your shield to ward off blows and keep your damage percentage low.



Use  or  to shield



Tilt the Control Stick to shift the position of the shield.



Shields become smaller as they absorb attacks and as time passes. If held too long or hit with overpowering blows, shields break, leaving the characters stunned and momentarily unable to move.



Grab and Throw

 +  or  +  (+ 

When you're close to an opponent, press

 +  or  + 

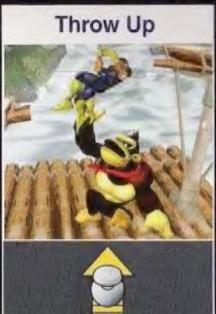
to reach out and grab him or her. Once you've got

an enemy in your clutches, you can attack him or her by pressing , or use the Control Stick to hurl your foe away.

Grab



 +  or  + 



Throw Up

Throw Backward





Grab and Attack





Throw Forward







Throw Down



Use the Control Stick for Advanced Defensive Moves

Tap  while shielding to perform some nifty defensive maneuvering. With practice, you will nimbly sidestep incoming attacks or even circle around enemies like a matador!

Roll Backward



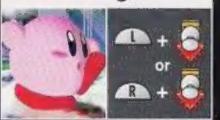
Shield



Roll Forward



Dodge



If you press  or  in midair, you'll perform an Air Dodge. With the Control Stick, you can even Air Dodge in any direction.



Getting Started

Insert the Nintendo GameCube Game Disc and a Nintendo GameCube Memory Card (sold separately) into the console, close the cover and turn the POWER Button ON. After the Super Smash Bros. Melee title screen appears, press START/PAUSE.



Things to Remember About Saving and Memory Cards

- 1 ★ Insert the Memory Card into **Memory Card Slot A**.
★ To save Game Data, the Memory Card must have **eleven (11) blocks** of space open.
 - To save Snapshots in Camera mode, you'll need additional blocks (see page 33). It's best to insert a Memory Card with a large number of empty blocks in slot B.
- 2 ★ Before beginning play, follow the on-screen instructions and **create a file for this game** on the Memory Card. (If there is already a file, all of your game progress will be saved to it automatically.)
 - Follow the on-screen instructions for saving Snapshots.
- 3 ★ Game Data is saved during game play. **Do not remove the Memory Card** during game play.
- 4 ★ When finishing game play, it is recommended that you return to the title screen before turning the power OFF.

! NOTE

During game play, do not repeatedly insert and then remove Memory Cards, press the POWER Button, or reset the game. Doing so may erase saved game data or cause damage to Memory Cards or the game console.



Please refer to the Nintendo GameCube instruction booklet (Pages 18-20) for directions on how to format and erase Memory Card files.

Game Menus

1 One-Player Mode

The single-player Smash mode is full of variety—there are battles against computer-controlled characters, training sessions, and much more!

GAME 1

Regular Match

There are two unique one-player modes ready to play: **Classic** and **Adventure**.

Getting Ready to Play

Step One

Selecting Characters

Move the cursor with the Control Stick then press **A** to pick up your game token.

Place the game token on the character you want to play, and press **A** again to select that character. After you have chosen a difficulty level and number of lives, press START/PAUSE.



Return to Previous Screen

Game Token

Cursor

Difficulty/Stock Settings



You can enter a name in the character window. See page 35 for instructions.

Individual Character High Score

Total High Score

Difficulty and Stock Settings



Place the cursor on

◀ ▶ and press **A**.

Difficulty Levels

There are five difficulty levels: **Very Easy, Easy, Normal, Hard, Very Hard**

Stock Setting

The number of lives you have can be set to between one and five.



On the character select screen, use **Y** or **X** to change the color of your character's outfit.



Step Two

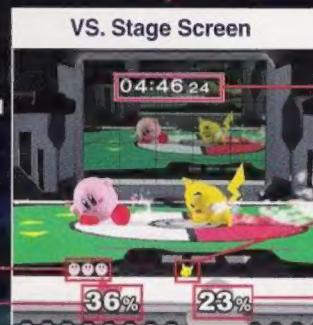
Starting the Game

Classic

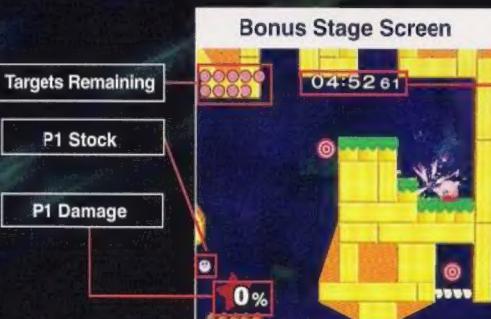
In Classic mode, battle your way from stage to stage by either fighting computer-controlled characters or clearing special bonus stages.



On VS. stages, you have to defeat (KO) computer-controlled characters to move to the next stage.



Time Remaining
Computer Stock
Computer Damage



Time Remaining

There are three types of bonus stages. You'll be awarded bonus points if you can successfully complete the missions on these stages.



On the VS. stages, you'll find team matches where you're paired up with a computer-controlled character to battle two opponents, as well as stages where you must battle whole armies of enemies.



Adventure

This mode is a mix of VS. battles and side-scrolling action. Regardless of the setup, however, the goal remains the same—clear the stage and move on!



As you travel towards your goal, characters will appear and try to block your way. Avoid them, attack them...do whatever it takes to get by them and move on!



P1 Stock
P1 Damage



There are some areas that you won't be able to move past without KO'ing the enemies that block your path. Use all of your fighting skills to smash them and continue.



Step Three

Clearing Stages

You'll receive awards with corresponding bonus points after clearing stages in any Regular Match mode.

Time Remaining Bonus

Damage Bonus

Total Bonus

Coins Earned
(See page 45)



Special Bonuses

Total Score

The **Time Remaining Bonus** corresponds to the speed with which you clear the level. The faster you clear the level, the higher the bonus you receive.

The **Damage Bonus** is based on the amount of damage you dish out. The more you punish your opponents, the higher your bonus is.

Special Bonus

After clearing a stage, you may receive some Special Bonuses that reflect your performance. Here are three examples of Special Bonuses.

Cheap KO

This is awarded when you KO an opponent from behind.

Perfect Aim

If you hit with every attack that you attempt, you'll receive this award.

All Ground

Successfully attack with all ground techniques to receive the All Ground award.

There are a ton of Special Bonuses for you to collect!



**N
O
T
E** If your stock reaches zero during the game, the Continue screen will appear (see page 45). If you choose YES, you'll continue from the last level you played. Choose No to end your game and return to the 1-P Regular Match menu screen.



GAME 2

Event Match

These special situation matches take place on various stages. There is no set order for clearing them, so try to clear them in any order you please.

Getting Ready to Play

Step One

Selecting an Event

Cleared Events:
Any event you have cleared will have a next to it.

The selected event's high score and explanation.

Event Select Screen

Event

Event Name

Character Name

! NOTE The character you use is set on some events and left to your preference on others. On the events where you choose your character, the Character Select screen appears once you have confirmed your event choice.

Step Two

Starting the Game



Not all Event Matches are as simple as defeating your opponent. Some of the matches have additional conditions or goals that must be met. Don't forget to check the explanation before you begin!



**N
O
T
E** After you clear a set number of Event Matches, a new set of Event Matches will open up. How many Event Matches could there be?

- Dino-Invading Spore Charge
- Luigi's on Parade
- Pika-Pika! (Pi)
- Not Date on Urinator
- Hide 'n' Seek
- All-Star Match 1
- King of the Mountain

GAME 3

Stadium

Stadium contains a number of special games with unique sets of rules.

Getting Ready to Play



There are three game options in Stadium: Target Test, Home-Run Contest, and Multi-Man Melee. Multi-Man Melee contains a menu of melees to choose from.

Step One

Selecting a Multi-Man Melee Type



There are six different melee types to choose from.

Melee Name

Melee Explanation

Step Two

Selecting Characters



You can enter a name in the character window. See page 35 for instructions.

You can check the high scores for the melee selected on this screen.

High Score Display

High Score = This is the high score for the player selected.

Total High Score = This is the high score among all playable characters. (This may not appear on some levels until you have cleared it with all the available playable characters.)

HIGH SCORE
TOTAL HIGH SCORE
565.851
869.851

Step Three

Starting the Game

Target Test

In this game, you have to race the clock to destroy 10 specially placed targets. All Target Test stages are designed specifically to challenge the selected character.



Home-Run Contest

Your goal in the Home-Run Contest is to smack Sandbag around for a few seconds and then unload on him with the Home-Run Bat to send him flying as far as you can. The more damage you do before belting him with the bat, the better.



Multi-Man Melee

The Fighting Wire Frames are waiting for you! Select a melee, check the rules, and get ready to take on these mysterious goons.



NOTE

Target Test High Score

If all targets are not broken, the high score is based on the total number broken.

If all targets are broken, the high score is based on the time it took to destroy the targets.

When all available characters have broken all the targets, the total time is also displayed.

Home-Run Contest high scores are displayed for individual characters.

GAME 4

Training

Need to polish your grabs? Work on attack combos? The Training mode allows you to pick an opponent and set some very specific battle conditions for you to practice, practice, practice!

Getting Ready to Play

Step One

Selecting Characters

Character Select Screen



You can enter a name in the character window. See page 35 for instructions on entering a new name.

Select your character by placing **#1** over the character icon, then select a computer-controlled character with **CP**.

Max Combos

This is the highest number of consecutive hits scored with the selected character. See the NOTE! section below for more information.

CPU Character Window

Once you strike an opponent, they takes damage and are unable to move for a brief moment. Combos are the consecutive attacks that you string together during that time to prevent them from recovering their balance.



Step Two

Selecting a Stage

Stage Select Screen



Select a stage to play, and press **1** to confirm your choice. Once you have done this, training will begin.

Selected Stage

Selected Stage Name

Step Three

Starting the Game

Selected Speed

Training Screen



CPU Damage

Player Damage

Selected CPU Movement Pattern

Damage of Last Attack

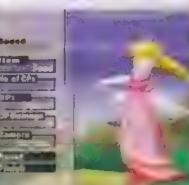
Number of Consecutive Hits

Total Damage of Current Series of Attacks

Set Up on the Pause Screen

Press START/PAUSE to halt the training session and display the setup menu. Use the Control Stick to alter the parameters of the training session.

Pause Screen



Speed

Set the movement speed to various levels including x2 and 1/4.

CPU

Want to practice against an evading enemy? How about a jumping one? Set the CPU's movement pattern to customize your training session. Another human can also control the CPU character by inserting an additional controller and setting movement to Human.

Camera

Get a new point of view by changing the camera setting. Select Free to move the camera as in Camera Mode.

Items

Set the items that will appear during the course of battle.

CPU Damage

This option allows you to freely set the damage percentage for all CPUs from 0 to 99%.

No. of CPUs

Increase the number of computer-controlled characters here. You can have a maximum of three CPU characters, all the same.

Reset

Select Reset to set all menu options back to their original state.

Finish

Select Finish to end your session and return to the Character Select screen.

Game Menus

2 VS. Mode

Set rules for a VS. match against friends or CPU characters.

GAME 1

Melee

Melee is the Super Smash Bros. standard. See page 24 for instructions on setting up the rules for customized battles.

Getting Ready to Play

Step One

Place your game token on the character you want to play, and press the A Button to confirm your choice.

Switch between Melee and Team Battle.

Selecting Characters

Character Select Screen



Set up your own battle rules.

Character Windows

Switching VS. Modes and Setting Rules

Switching VS. Modes

Place the cursor here and press **A** to switch between Melee and Team Battle.



Rules

Place the cursor here and press **A** to display the Custom Rules menu.



Character Window



The character window allows you to set up handicaps, CPU difficulty levels, teams, etc. It also functions as a display for in-game information.

1 Player Switch

Set the character control to Human for players, CPU for the computers, or N/A to close a window.

HMN

CPU

N/A

2 Team Color Switch

Use this to set teams during Team Battle. The three team colors are red, blue, and green.

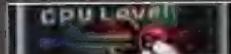


3 Handicap

When the handicap rule is turned ON on the Custom Rules screen, the handicap level indicator appears in the character window. Use the cursor to set a handicap level. The lower the handicap, the weaker that character will be.

4 CPU Level

Set the level of any participating CPU. The higher the level, the more powerful the CPU.



To set handicap and CPU levels, place the cursor on the indicator, press **A** to grab it, and then move **Up** or **Down** to raise or lower the level.

5 Character Name Display

HMN You can enter saved names or enter new names for human-controlled characters. See page 35 for details.

6 KO Stars

One star is displayed for every KO you inflict and damage.



Step Two

Selecting a Stage

Stage Select Screen

To select a stage to play on, place the cursor on a stage and press **1** to confirm your choice. The computer will choose a stage if you press START/PAUSE on this screen.



Currently Selected Stage Name

Currently Selected Stage Icon

Random Stage Select Icon

Step Three

Starting VS. Matches!

The VS. Match game screen varies slightly in appearance depending on the rules implemented for that particular match.

During Coin Battles, the number of coins earned is displayed here.



For Stock Battles, this display represents the number of lives a player has remaining.



During Team Battle, the character icons are displayed in the color of the team of each competitor.



The time remaining in the match. If the time limit is set to NONE on the Custom Rules screen, the time-remaining display will not appear.

Damage Display

NOTE

To quit a match before a winner has been decided, press START/PAUSE and input the control displayed below. No results are displayed for matches ended in this way.



Step Four

After the Match: The Results Screen

Once a match is finished, the Results screen is displayed. Depending on the rules used during the match, the Results screen may vary slightly.

1 Match Type Display

2 Winning Player/Team

Number of Coins Earned

Number of KOs

Number of Falls

Number of Self-destructs

Results Screen



Total = KOs - (Falls + Self-destructs)

In Stock Battles, the time in which you were eliminated is shown here. In Coin Battles, the total number of coins you earned appears instead.

Results Screen (Secondary Info)



Check to see which players you KO'd and who KO'd you.

Press **1** on the Results screen to check on secondary info recorded during the battle.

View even more detailed results, each listed individually.



NOTE

All melee results are automatically saved. Check Melee Records under Data from the main menu to peruse all of the recorded melee information.

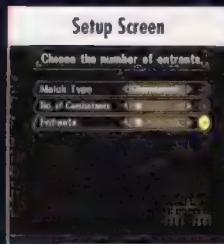
Use **5** to scroll through the results.

Tournament Melee

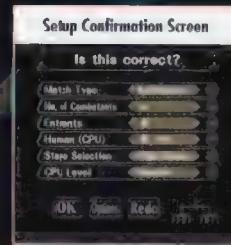
The Tournament Melee is perfect for those times when you know that it's time to get people ready to play. Customize the rules (see page 34) to set up a melee that is just right for you.

Getting Ready to Play**Step One****Setting Up Tournaments**

Answer the on-screen questions in the order they appear to set up a tournament. The rules and values you set may differ depending on the type of melee you choose.



! **NOTE** Computer-controlled characters can compete in tournaments, but they cannot take part in Winner Out or Loser Out melees.



Once you have finished setting up your tournament, a confirmation screen, like the one shown here, will appear.

OK

Select this to begin player setup.

Option

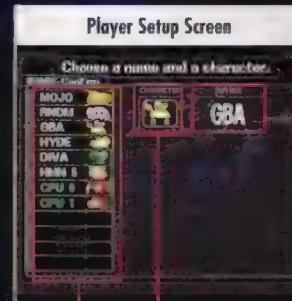
To customize the rules further, choose this option. For more on rules, see page 34.

Redo

If you want to begin the setup process again, select Redo.

Melee Setup Flow Chart**Step Two**

Select characters, enter new names, or load saved names for each player on this screen.

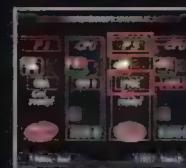
**Entering New Names & Loading Saved Names**

Place the cursor here and press to enter a new name or load a saved name. See page 35.

Changing Characters

Press when the cursor is here to bring up the Character Select screen. Use the Control Stick and the A Button to choose a character.

Press or to change the color of your character's skin or clothing.

Step Three**Begin Battle**

GAME 3

Special Melees

These are matches set up under unique rules. Camera Mode lets you take photographs of on-screen action.



Battle Under Ten Different Sets of Rules

There are ten Special Melees, each with its own challenge.

Camera Mode



Use the Controller inserted into Controller Socket 4 to take on-screen photos.

Stamina Mode



Each player starts with an equal number of health points (HP). If a player's HP reaches zero, he or she is out.

Super Sudden Death



The action is fast and furious in this melee, where all contestants start out at 300% damage.

Invisible Melee

Now you see 'em...well, actually, it's hard to see anyone in this suspenseful event match.

Single-Button Melee

All you can use are and . An absolute must for beginners.

Giant Melee



All contestants are giant-sized, as if they had eaten a Super Mushroom.

Tiny Melee



All competitors appear as if they had consumed a Poison Mushroom and been shrunk to minuscule proportions.

Fixed-Camera Mode



There are no close-ups and no pan-outs here. The camera is set and will not move.

Lightning Melee

Fast, faster, fastest! This mode launches everyone into super speed.

Slo-Mo Melee

Molasses seems speedy compared to the characters in this watch-every-move melee.

Playing Special Melees

Step One

Selecting Characters and Stages

Once you've selected a Special Melee, you'll need to select characters and a stage to battle on. The selection method is the same as in other modes.



Step Two

Beginning Melees



After GO! appears on screen, fight like you would in any other match. In Camera Mode, follow the instructions below to take photos of the on-screen action and save them to a separate Memory Card.

To take photos in Camera Mode, insert a Controller into Controller Socket 4. (Try to use a Memory Card with as many empty blocks as possible in Slot B or a fairly empty card in Slot A.)

Press on the Controller inserted into Controller Socket 4 at any time during game play to take a photo.

Use on the Controller inserted into Controller Socket 4 to take photos.



After you have taken a Snapshot, you can press to save that photo data to a Memory Card. Follow the on-screen camera controls to take impressive pictures.

Press on the Controller inserted into Controller Socket 4 to save photo data.



GAME 4

Custom Rules

In VS. Mode, you can set up a number of rules to alter the flow of competition.

How to Customize Rules

Custom Rules Screen



Select a Menù Option

Select a Rule Option

If you select Stock, the Stock number menu will appear.

Stock 0 3

Use **DL R/L** to set the frequency with which items appear.

Use the Control Stick to select an item, and press **Y** to turn that item ON or OFF.

Item Switch Screen



Additional Rules Screen



Additional Rules are set up in the same manner as all other rules.

NOTE
If you select the area the cursor is pointing to in the picture below, you'll advance to the corresponding Custom Rules setup screen.



GAME 5

Name Entry

If you enter a name, all matches played under that name will be saved automatically.

How to Enter a Name

Main Name Entry Screen



New

Enter a new name.

List

Arrange saved names in alphabetical order.

Erase

Erase a saved name of your choosing.



If there are more than 24 names saved, use **L** and **R** to scroll through the names.

Entering a New Name

If you select Random, a name will be pulled from the data bank and assigned to you.

Use **Y** to move the cursor and **Y** to make a selection.



NOTE
If you place a cursor in a character window and press **Y**, all saved names will appear in the window.

You can play under an existing saved name.

Select the name you want to use.

You can enter a new name.

Select NAME ENTRY.



CHARACTERS

MARIO



A well-rounded hero who boasts a balance between offense and defense.

Fireball



Shoot bouncing balls of fire horizontally. They vanish as they slow.

Cape



Reflect projectile attacks and spin enemies around.

Super Jump Punch



Attack opponents while jumping or leap to get back to the stage.

Mario Tornado



Engulf opponents in a high-speed spin. Tap \mathbb{B} while attacking to float up.

Fire Breath



The fire flows while you hold \mathbb{A} , but it weakens over time.

Koopa Klaw



Grab and bite close enemies or slash those who are farther away.

BOWSER



A mighty Goomba that trades speed for pure power.



PIKACHU

A Pokemon that excels at clever fighting.

Thunder Jolt



Use this ground-hugging projectile attack while standing or jumping.

Skull Bash



Hold \mathbb{B} to charge up for a high-powered attack.

Quick Attack



Tilt \mathbb{C} immediately before moving to control direction.

Thunder



Call lightning down from the sky. They won't pass through terrain obstacles.

Toad



Counter enemy attacks by blocking them with Toad.

Peach Bomber



Jump in the air and bomb opponents with a powerful explosion.

Peach Parasol



Use a pause to float gently down from the sky or to recover.

Vegetable



Push vegetables from the stage and fort them of enemies.



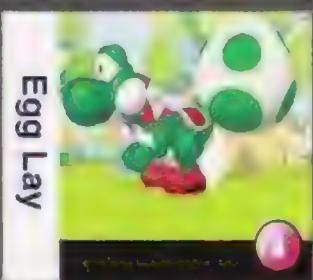
A princess with royal recovery abilities.

CHARACTERS

YOSHI



A dinosaur that boasts surprising jumping prowess.



Egg Lay
Paralyze enemies by swallowing them and laying them as eggs.



Egg Roll

Use \triangle to control speed and direction.



Egg Throw

Hold \textcircled{B} for distance and tilt $\textcircled{L/R}$ to control its direction.



Yoshi Bomb

Pound enemies directly or shock those nearby with stars when you hit the ground.



Falcon Punch

Release a fiery blow after a brief charge.



Raptor Boost

Follow up a quick dash with a powerful uppercut that lifts enemies into the air.



Falcon Dive

Grab an enemy, then propel him or her into the air.



Falcon Kick

Perform a sliding kick on the ground or a diving kick from the air.



A bounty hunter who boasts speed and power.

DONKEY KONG



An ape with overwhelming girth and power.



Giant Punch

Press \textcircled{B} to charge, then again to punch. Press \textcircled{A} , \textcircled{B} , or \textcircled{C} to stop charging.



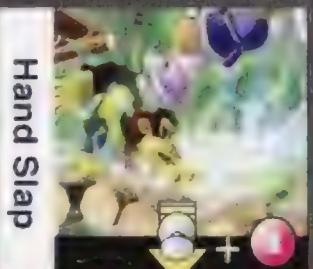
Headbutt

Smack opponents and drive them into the ground.



Spinning Kong

While it doesn't gain much altitude, this move covers a lot of horizontal ground, making it an effective recovery move.



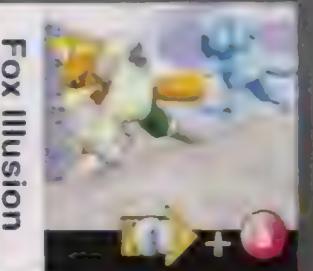
Hand Slap

Press \textcircled{B} to deliver this earth-shaking move and send nearby enemies skyward. It can be used over and over again.



Blaster

Tap \textcircled{B} to fire repeated shots of high-speed Blaster beams.



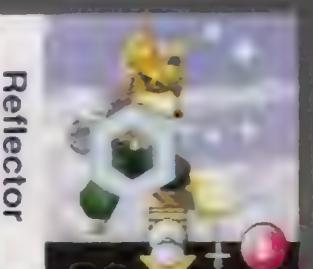
Fox Illusion

Dash right through enemies, attacking them with an illusion.



Fire Fox

Charge up power, then blast off. Also use it to get back to the stage.



Reflector

Reflect projectile attacks back at enemies.



A wily fox that uses speed to keep enemies off balance.

CHARACTERS

NESS



A psychic boy with a distinct midair jump.

PK Flash



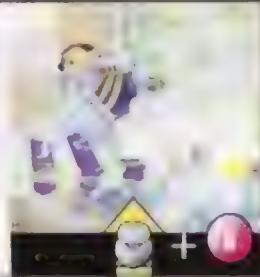
Hold **B** to charge this powerful psychic attack.

PK Fire



Hit enemies and items with a pillar of burning flame.

PK Thunder



Strike yourself with thunder to become an electrified projectile.

PSI Magnet



Absorb enemy energy attacks and recover health.

Swallow



Press **B** once to swallow an enemy, then **B** again to copy his or her power. Press **△** to discard the copied power.

Final Cutter



Soar into the sky, then dive down with this cutting move that unleashes a shock wave.

Hammer



Swing a mighty hammer vertically in the air or side-to-side on the ground.

Stone



Transform into heavy objects and become invulnerable for a brief period.

KIRBY



A puff ball that floats through the sky and boasts a variety of moves.



ICE CLIMBERS

A mallet-swinging duo from the icy peaks.

Ice Shot



Release sliding blocks of ice that follow terrain but bounce off walls.

Squall Hammer



Join Nana in this attack for a powerful succession of blows.

Belay



Popo throws Nana, who attacks enemies and then pulls Popo up behind her.

Blizzard



Attack as a pair with a freezing wind that shoots out on either side of you.

Charge Shot



Hold **B** to charge up power, then press **B** again to fire. Press **L**, **R**, or **Z** to stop charging.

Screw Attack



Attack with a spinning jump. Also use it to get back to the stage.

Missile



Release guided missiles or tap **A** to launch powerful direct shots.

Bomb



Drop bombs that explode after a few moments. Use the explosions to jump higher.



A space warrior with an arsenal of long-range projectile weapons.

CHARACTERS

ZELDA



Nayru's Love



Collect projectiles to use attack enemy lines.

Din's Fire



Hold **Y** and **A** to蓄力 (Build up) the attack. Release to attack.

Transform



Change into Sheik. Enemy attacks halt the transformation.

Needle Storm



Hold **B** then release to throw a barrage of tiny darts.

Chain



Hold down **B** and use Sheik's Chain. It can be used for both offense and defense.

SHEIK



A mysterious warrior whose moves allow her to flow across battlefields.

LINK



Bow



Hold **B** then release to蓄力 (Build up) the attack when aiming.

Boomerang



Tap **B** for longer range and tilt up or down to aim it.

Spin Attack



Perform this to make your enemies to stagger.

Bomb



Pull bombs out and press the **A** to hurl them at enemies.

You may encounter other characters besides the ones introduced here. It's up to you find them and flush them out!



A sword-wielding hero who also boasts long-range attacks.

ITEMS

Press  to pick up and to use items.

Projectile Items



Unwanted Items



Containers

Break them to reveal items.



Potion Ball
Items fall out after it breaks open.

Performance Items

Grab them for immediate effects.



Flappy Head
Increases speed and jump ability.

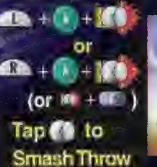
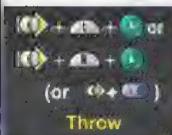
Shooting Items

Fire at distant enemies.



Super Scope
Fire multiple shots or a powerful charged-up shot.

Non-Projectile Items



Recovery Items

Recover damage.



Maxim Tomato
Recover up to 50% points of damage.

Battering Items

Hit enemies directly.



Parasol
Tilt  in midair to float down slowly.

Projectile Items

Throw them at enemies.



Freeze
Freeze an enemy temporarily when you hit him or her.

There are many other items besides the ones shown above.

Game Menus



3 Trophies

Choose this option to get trophies and view your trophy collection.

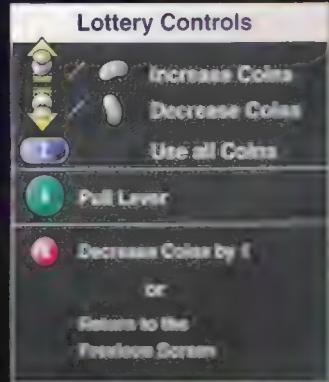
Get Trophies in the Lottery!

Use **coins** earned in battles (see below) to get trophies of a variety of different characters from Nintendo's storied past.



Chance of Getting a New Trophy

This shows the likelihood you will get a new trophy. Use more coins to improve your chances.



changes to 75.0%



The more you play the game, the more coins you get. Earn as many coins as you can and try to collect every trophy!



Game Menus

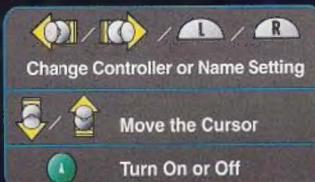
4 Options

Choose Options to change game-play settings.



Rumble Settings

Turn the Controllers' built-in Rumble feature ON or OFF. You can change the settings for specific Controllers or just for specific registered names.



! NOTE Name settings override Controller settings. If a name is set to OFF, but the Controller is set to ON, the Rumble feature will be turned OFF when that name is used.

Sound

Change in-game sound settings to Stereo or Mono or adjust the mix of background music and sound effects.

Screen Display

Turn the game's deflicker function on or off. Use the setting that looks best on the TV you are using.

When Deflicker is on...

The game graphics are softened, but may look slightly blurry.

When Deflicker is off...

You may see more edges, but the graphics look crisp overall.

Language Setting

Set the language display to either English or Japanese.

Erase Data

Erase some or all of the Super Smash Bros. Melee data saved to your Memory Card.

Note: Erased data can never be recovered, so be careful before erasing anything. Keeping an extra copy of your data might be a good idea.



Game Menus

5 Data

Check the records to view a wide variety of game data.

Snapshots

View the pictures you snapped in the special Camera Mode (see pg. 33).



Archives

View a tutorial or special movie.



Melee Records

If you have data saved to a Memory Card (see pg. 16), you can view records for the game, individual characters, and registered names.

VS. Records

See records of all KOs.



You can flip between records pages by pressing **L** or **R**.



Choose a cell and press **L** to see how many times the character on the side KO'd the character at the top.

Falls Screen



The area below shows how many times the character across the top was KO'd.

Choose a cell where the same two characters intersect to see that character's self-destructs.

Detailed Data Screen

Data		Miniboss	VS. Records
Kills	35	Editor sound	
Falls	11	Total	
Self-Destruct	1	Percentage that hit enemies	
Hit Percentage	51.15%	Total Area to enemies	
Damage Given	1389	Total Area to enemies	
Damage Taken	873	Total Area to enemies	
Damage Taken	873	Total Area to enemies	
Peak Damage	127	Number enemies killed	
Matches	3	Player start to finish	
Victories	3	Total plays finished	

View detailed records.

Change Character (or Name)

Scroll Through Data

View the five best records for each line of data.

Scroll through records.

Best Five Screen

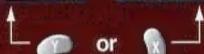
Data		Miniboss	VS. Records
Kills	1	Editor sound	25
Falls	2	Total	21
Self-Destruct	3	Percentage that hit enemies	27
Hit Percentage	51.15%	Total Area to enemies	26
Damage Given	1389	Total Area to enemies	26
Damage Taken	873	Total Area to enemies	26
Peak Damage	127	Number enemies killed	26
Matches	3	Player start to finish	26
Victories	3	Total plays finished	26

NOTE

Press  or  to view detailed data for registered names. Controls for viewing the data are the same as for viewing character data.

Character Data	
1	MARIO 35
2	LUIGI 34
3	YOSHI 27
4	FOX 26
5	PEACH 20

Name Data	
1	BAMA 1242
2	HAL 950
3	NATE 419
4	TOM 393
5	BILL 267



Bonus Records

View any special bonuses earned.

Misc. Records

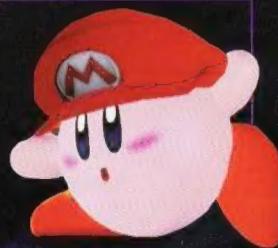
View other records, including the number of times Super Smash Bros. Melee was turned on and how many hours you've played.

Special

Check the date and time that hidden features in the game were unlocked.

07.01.2024
12:47:33

You've cleared 100-Man Melee for the first time!



Customize! There Are Many Ways to Play!

Super Giant Melee

1-4 Players

Choose the Giant Melee under the Special modes, then set the Item Switch so that only Super Mushrooms appear. Get ready for a true clash of the titans!



▲ Grab a Super Mushroom to become a gargantuan beast on a tiny stage!

Super Projectile Match

2-4 Players



▲ Playing with all the same characters can be a riot.

Temple Race

2-4 Players

Play a Melee battle in Time mode. Set the time and choose the Hyrule Temple stage. Choose a particular route, then see who can complete the most laps within the time limit.

King of the Rock

2-4 Players

Play a Melee battle on the Kongo Jungle stage and set the time to one minute. Position all players on the rock on the right side of the stage, then fight for control of the rock. The player in control when time runs out wins the match.

Can You Think of Other Ways to Play?

Important

REV-C

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